HOW-TO: CRAB, YOU'RE IT! (Lights Out Game)



PURPOSE: To increase the number of lights being turned off in unoccupied workspaces during business hours.

- Step 1. Acquire management level support.
- Step 2. *Optional,* select campaign team to help with campaign administration.
- Step 3. Purchase roughly 1 crab per two people
 - Alternative: print, cutout, and laminate doublesided "Instructions Card" found on website.
 - Print multiple copies of page 2 of "Instructions Card" and attach to crab.
- Step 4. Identify locations of "Crab Shacks" or stockpile
 - Majority of employees should have access to stockpile within close proximity (distribute several shacks throughout office)
 - Optional: Do not place in public/customer areas
- Step 5. Email sent to all employees from management to express support (*see* 'Email Communication" *for example email content*)
- Step 6. Email roll-out with Game instructions (see "Email Communication")
- Step 7. Mass crabbing by campaign team
 - Campaign team conducts walk through of workspace, noting unoccupied workspaces with lights left on
 - ♦ 15 minutes later, walk by those noted workspaces again
 - ♦ Leave crab on desk if workspace is still unoccupied with the lights on
- Step 8. Sit back and play along, game was designed to be grassroots and self-sustaining

Measuring Success (optional but encouraged)

- Prior to campaign roll-out, conduct a baseline audit
 - Obtain blueprint or layout of workspace
 - Walk through marking workspaces/common areas that have lights on
 - ♦ Conduct after business hours—request security escort to gain access to all areas
 - Conduct another daytime audit—repeat walk through after 15 minutes to see if occupants have returned to those spaces marked unoccupied with lights on
- Set goals in regards to behavior
- © Conduct follow-up audits following campaign conclusion (1 week, 1 month, 6 months)
 - Was the goal met?
 - Is the behavior being maintained long term?